NES-EA-USA

# HOW TO PLAY ELEVATOR Action™

TAITO®

TAITO®

TAITO AMERICA
CORPORATION

THIS SEAL IS
YOUR ASSURANCE THAT
Nintendo®
HAS EVALUATED AND
APPROVED THE
QUALITY OF THIS
PRODUCT.

This game is licensed
by Nintendo for play on the

Nintendo®
ENTERTAINMENT
SYSTEM™

Nintendo® and Nintendo
Entertainment System™ are
trademarks of Nintendo of
America Inc.

## CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal connectors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

# THANK YOU

for buying ELEVATOR ACTION from Taito! This arcade hit is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission.


Page

THE STORY . . . . . 2

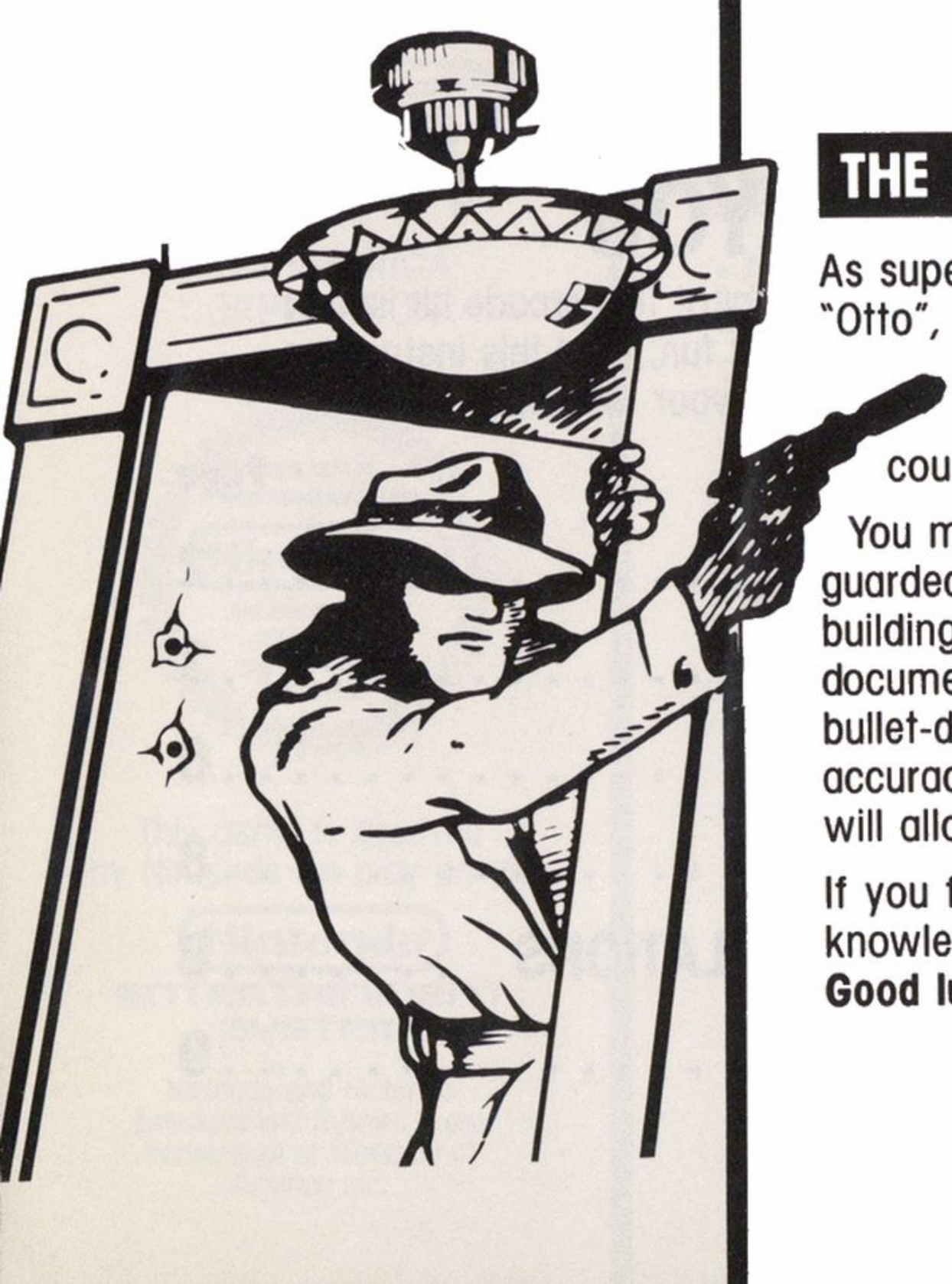
HOW TO PLAY . . . . . 3

HOW TO OPERATE . . . . . 6

CHARACTERS . . . . . 8

COMPLIANCE WITH FCC REGULATIONS . . . . . 8

WARRANTY . . . . . 9



## THE STORY

As super-sleuth Agent 17, code name "Otto", you must come out from undercover to accept a top-secret mission. Your country's security is at stake.

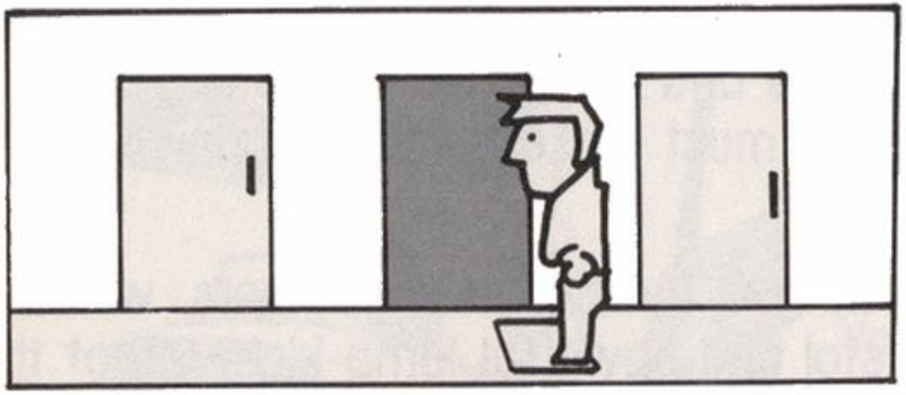
You must sneak through a heavily guarded, top-security enemy defense building to steal secret government documents. Only well-planned strategies, bullet-dodging, quick-on-the-draw accuracy and black belt karate prowess will allow you to succeed!

If you fail, your government will deny any knowledge of you or of your assignment. **Good luck!**

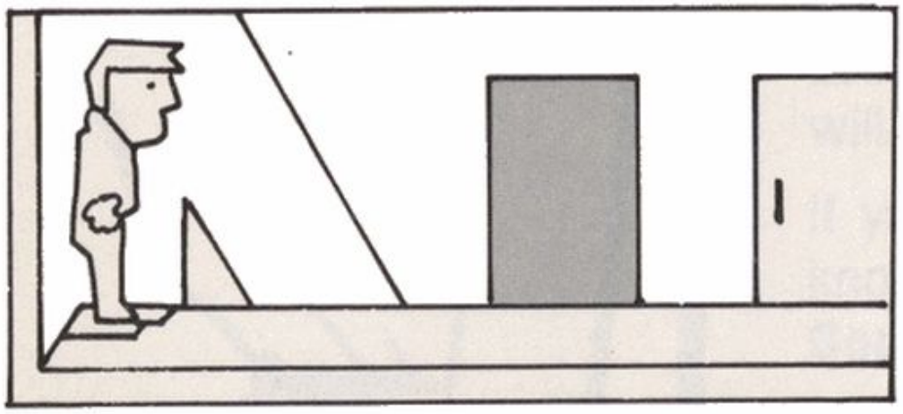
# HOW TO PLAY

You must break into the building from the rooftop, make your way cautiously down through the floors by way of elevators and escalators and pick up all the files hidden behind the red doors. Then you must make it to the getaway car in the garage below.

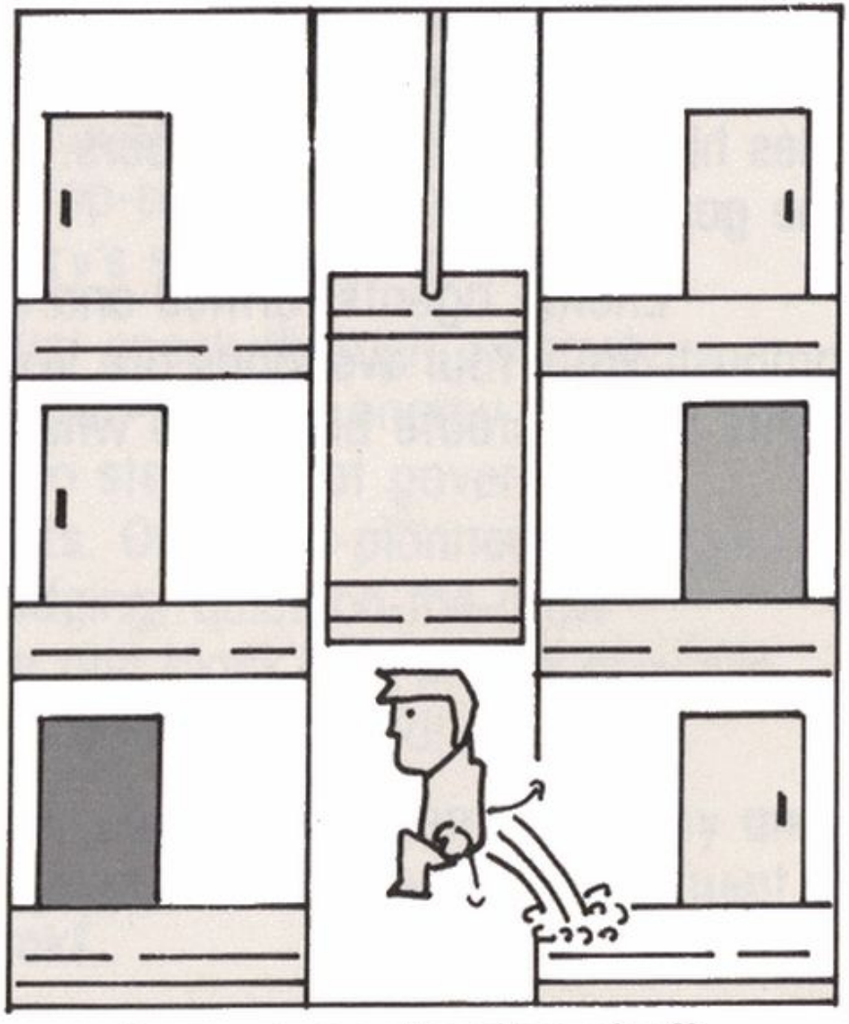
Enemy agents, armed and lying in wait behind the blue doors, will try to ambush you. Your weapons are your pistol and powerful jump-kick. Shoot the lights out to create blackouts whenever possible for higher scoring.



To enter the red door, stand directly on a white square in front of the door.



To use the escalator, stand directly on a white square and push the control pad up or down.



Jump over elevator shaft.

| | IN A LIGHTED ROOM | IN A BLACKOUT ROOM |
|---|---|---|
| Shoot enemy | 100 | 150 |
| Jump-kick enemy | 150 | 200 |
| Destroy an enemy inside the elevator | 300 | 300 |
| Shoot down the lamp over the enemy's head | 300 | |
| Bonus points: 1,000 points times the number of round(s) cleared. | | |

## Player loses a life:

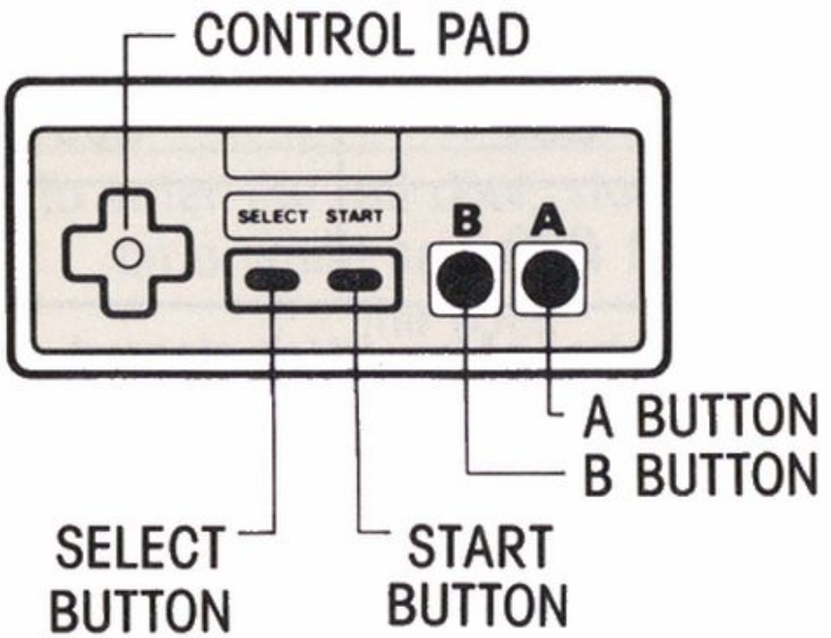
When shot by security guards; when falling down the elevator shaft; when crushed by the elevator. Game over when all the players are lost.

## 2-player game:

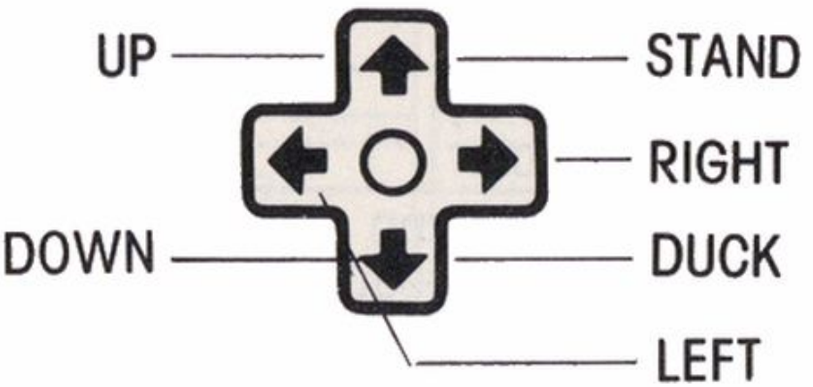
When one player makes a mistake, the second player plays.

# HOW TO OPERATE

## Controller




## ELEVATOR/ESCALATOR




## SPY

A Button: Spy (player) jumps.

B Button: Spy shoots

## Select Button

Choose 1 or 2 player(s) game.

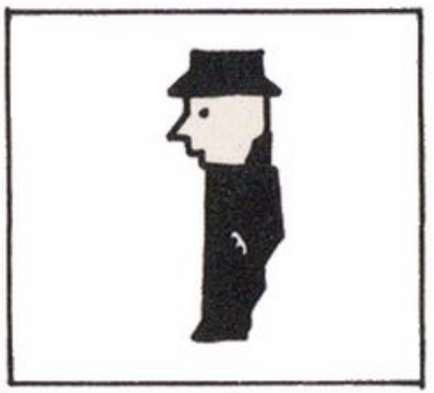
## Start Button

Push START to begin play after player selection.

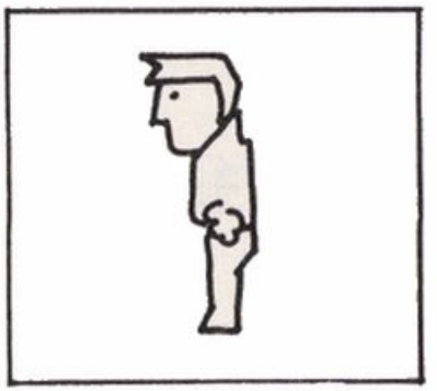
## Pause Function

Push the START button once during the game to pause. Push START again to resume play.

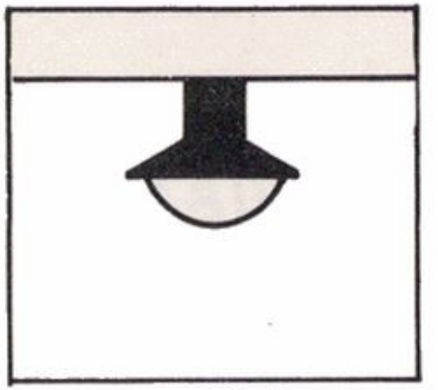
# CHARACTERS



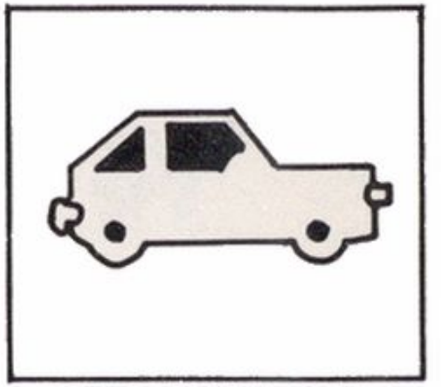
SPY



SECURITY GUARD



LAMP



GETAWAY CAR

# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

# TAITO AMERICA CORPORATION LIMITED WARRANTY

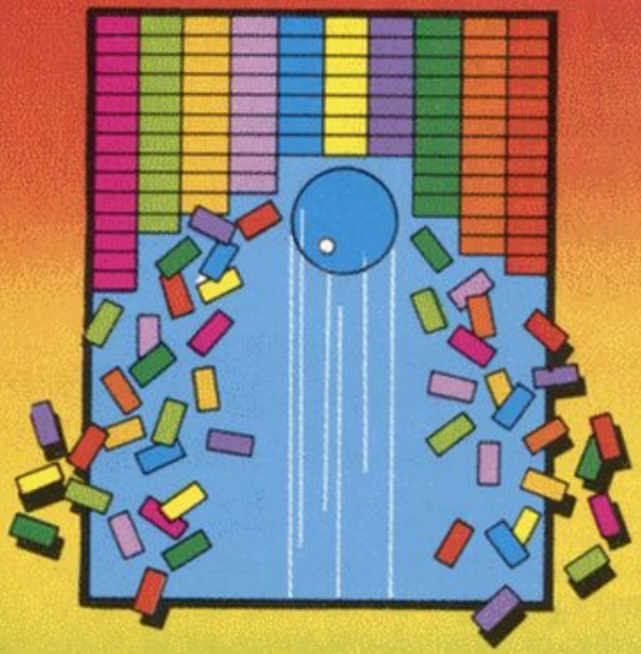
Taito America Corporation warrants to the original purchaser of this Taito software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito software program is sold "as is," without express or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from use of this program. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito software when returned to its Factory Service Center, postage paid, with dated proof of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

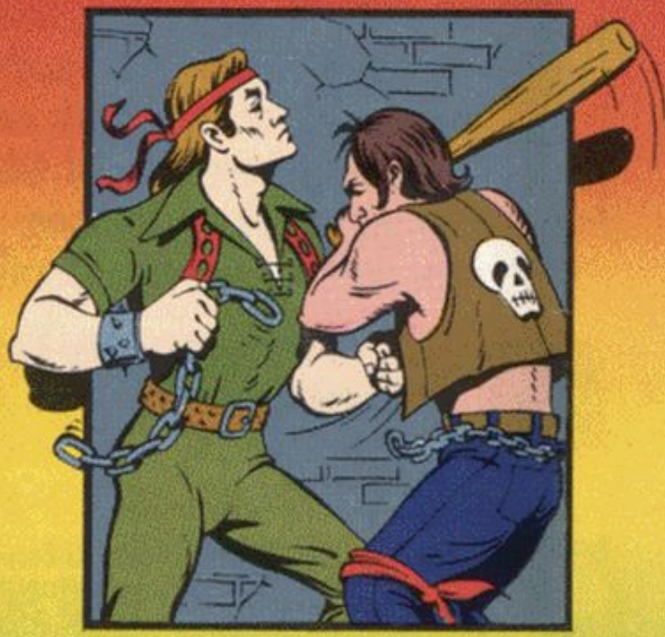
# Look for our other exciting new games!

ARKANOID T.M.



The legend of KAGE T.M.

RENEGADE T.M.



TAITO®

TAITO AMERICA CORPORATION
660 S. Wheeling Road • Wheeling, IL 60090

Printed in Japan